EXODUS

ULTIMA III

A new dimension for 1 to 4 characters.

Created by Lord British.

APPLE VERSION
MOCKINGBOARD MUSIC ENHANCED

An epic fantasy role-playing experience. Sequel to the best-selling Ultima and Ultima II.

A REAL TIME FANTASY ROLE-PLAYING
GAME BY LORD BIRITISH

Ultima III

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INCLUDES:

GAME DISK
FULL COLOR CLOTH MAP
WIZARD MAGIC BOOK
CLERIC MAGIC BOOK
PLAYBOOK
REFERENCE CARD

Ultima III

Upon escaping the crumbling ruins of Shadowguard, the black fortress of Minax, you lay your weary body on the now-sacred ground. As you rest, you remember your first encounter with the evil wizard of Mondain, whom you later tracked down and destroyed. The existence of his apprentice, Minax, was soon revealed and the crusade was begun again. Younger and more cunning than her mentor, she has been much more difficult to vanquish. But now your sense of accomplishment is touched by a chilling fear. Have all vestiges of evil been removed? Somehow, you sense that your treacherous foes have not been eliminated. Without further feats of skill, daring, and perseverance, all of your past accomplishments may be lost. You stand up, prepare your armour, and walk to the dimension door. Stepping in, the hunt resumes.

AN EPIC FANTASY ROLE-PLAYING EXPERIENCE FEATURING:

- UP TO 20 CHARACTER ROSTER
- A 1 TO 4 CHARACTER PARTY
- INDIVIDUAL PLAYER MOVEMENT
- 16 LONG AND SHORT RANGE WEAPONS
- 8 ARMOUR TYPES
- MAGIC WEAPONS, ARMOUR AND ITEMS
- 32 MAGIC SPELLS
- 11 CHARACTER CLASSES, 5 RACES
- NEW COMBAT MODE
- NEW SHIP TO SHIP OR SHORE COMBAT
- FULL COLOR VISUALS THROUGHOUT
- NEW ADVANCED DUNGEON GRAPHICS
- NEW ANIMATED OUTDOOR GRAPHICS
- SOUND ON/OFF TOGGLE
- NEW NAVIGATIONAL STRATEGIES
- ADVENTURE STYLE VERB ENTRY
- NEW ASTROLOGICAL INFLUENCES